

MEGATRAVELLER 2™

Quest For The Ancients

IBM-PC/TANDY/COMPATIBLES TECHNICAL SUPPLEMENT

I. HARDWARE AND SYSTEM REQUIREMENTS

MegaTraveller 2: Quest For The Ancients requires an IBM PC, XT, AT, PS/2, Tandy 1000, Tandy 3000 or a computer 100% compatible with one of these models. The game requires a color monitor with an MCGA (256 color), VGA (256 color), EGA (16 color) or Tandy (16 color) graphics system.

Your computer must have at least 640k of RAM for gameplay, and you must have IBM DOS, MS DOS or Tandy DOS, version 2.1 or higher.

INTERFACE OPTIONS

MegaTraveller 2 can be played from the keyboard, or with a mouse or a joystick. The mouse or joystick can be used in conjunction with the keyboard. When using a mouse and/or a joystick, the full range of keyboard commands is available.

The game also supports AdLib, Roland, Covox and Soundblaster.

CREATING BACKUP COPIES

You should create backup copies of your MegaTraveller 2 disks before beginning game play. To do so, you will need the same number and kind of disks that were included in your game. Copy the disks using the DOS command...

DISKCOPY A: A:

Follow the prompts on the screen. Consult your DOS manual if you have any questions about the DISKCOPY command.

LOADING FROM FLOPPY DISKS

1. Boot your machine using the DOS disk.
2. Before starting MegaTraveller 2, you must make backup disks of all the diskettes that came in the box. See the section titled Creating Backup Copies for specific instructions on making backup diskettes. Also, create one blank, formatted disk and label this SAVE GAME DISK. You should not play the game from your original disks; place your original disks in a safe place.
3. Insert Disk A of MegaTraveller 2 in Drive A (or whatever drive is applicable for your machine).
4. Make sure that the DOS prompt is addressing the drive containing Disk A. To begin loading the game, type MT2 <enter> at the prompt.

INSTALLING THE GAME ON YOUR HARD DRIVE

Insert Disk A into whatever floppy drive you are using.
Type:

install <enter>

Follow the directions on the screen to install your disks to the hard drive that you specify.

After the game has been installed on the hard drive, type MT2 from the prompt to begin the game.

SET UP QUESTIONS

At the beginning of the game, you will be asked to answer a few technical questions concerning your computer system. You will be asked if you have a mouse or joystick, and what graphics system you have (MCGA, VGA, EGA, or Tandy). Lastly, you will be asked what sound options you wish to load (PC Speaker, AdLib, Roland, Covox or Soundblaster).

COPY PROTECTION

At the beginning of the game, you will be asked to locate information and answer a question or two from the manual, so keep it handy.

USING DEFAULT AND CREATING A PARTY DISK

At the beginning of the game, you have the option to use pre-generated default characters. If you don't want to use the default characters, you will have to create a party disk to store the characters that you create. If you are playing from floppy disks and you want to create a party disk, make sure that you have a blank, formatted disk

ready. You can still create characters without a party disk, but the characters you create CANNOT BE SAVED. A party disk is essential to save characters that you have created.

THE OPENING MENU

When the game begins, a menu will appear with the following options:

START NEW GAME
CONTINUE OLD GAME
GET STARTED QUICK
RETURN TO DOS

Please refer to page 2 of the manual for explanations of the opening menu options.

II. PLAYING THE GAME

SELECTING OPTIONS FROM LISTS

When selecting options from the character generation tables and from the game play icon options, choices can be selected by highlighting the option using the keyboard, mouse or joystick and then pressing the appropriate button or the <enter> key. As well, choices can be selected by pressing the first letter of the desired choice. If more than one selection starts with the same letter, press that letter repeatedly until the one you want is highlighted, then select it by pressing the proper button or the <enter> key as described above.

This Official Proof-of-Purchase
can earn you a free backup disk!
Details on Backup Order Form.

MEGATRAVELLER 2

Official Proof-of-Purchase

Please check game format here.

☐ IBM 3.5 ☐ Atari ST
☐ IBM 5.25 ☐ Amiga
☐ C-64 ☐ Mac

CHARACTER GENERATION

Selecting Menu Items

Mouse: Move the mouse pointer to the desired choice, then press the left mouse button.

Joystick: Use the joystick to move the highlight bar to the desired choice, then press button 1.

Keyboard: Use the arrow keys to position the highlight bar on the desired choice, then press the enter key. The Home and End keys will move the bar to the first and last choice, respectively.

Random Selections: Pressing F4 will make a random selection from most tables while you are creating a character.

Pressing the ESCape key will either back up to the previous menu, or ask you if you want to terminate creation of the character.

Naming characters

Pressing the F2 key will randomly generate a name for the character. The MegaTraveller word generation procedure is used to generate the names. The Vargr word generation table is used for Vargr characters, and the Vilani table is used for Humans. In addition, the Vilani table was used to help us generate the city names.

You can have up to 34 characters in your character pool.

ON THE GROUND

Selecting icons

Either click on the icon with the left mouse button, or press the ESC key, right mouse button, or joystick button 2 to stop all action and select an icon (using the arrow and enter keys, joystick or mouse).

Selecting a character

Click on the character's information box with the mouse or press F1, F2, F3, F4 or F5 key to bring up that character's sheet (F1 is the leftmost character, F5 is the rightmost).

Zooming In and Out

You can use the + and - keys to Zoom In and Zoom Out, respectively. (With MCGA graphics, you can only zoom into the closest level if you have expanded memory.)

GROUND COMBAT

After selecting TARGET from the combat icon, you can use the TAB key to select the people you want to attack (or you can click on them with the mouse). Use the same keys to have the character you are controlling target and attack

someone. If you're using a mouse, just click on the enemy NPC that you want to fire at.

THE CHARACTER SHEET

Keyboard/Joystick

You can use the U key to USE an item, E to EXAMINE it, X to EXCHANGE, D to DROP, O to select the Object list, and S to select the Skills list. The Left and Right arrows (or left and right movements of the joystick) move the highlight between the various options, as does the TAB key. If you are on the Object or Skills list, the Up and Down arrows will move the highlight (on the Object list) and scroll the lists. In the Object list, use the ENTER key (or joystick button 1) to select an object. The ESC key will return you to the game. You can use F1 - F5 to select another character.

Mouse

You can use the keyboard commands given above, or just click with the left button on the option you want. Use the arrows around the Object and Skills lists to scroll those. The right mouse button will return you to the game. You can select another character by clicking on that character's information box. You can select objects by clicking on them in the object window.

SPACE EXPLORATION AND COMBAT

The space navigation and combat sequences are controlled completely from the icon options. The options can be selected using the up and down arrow keys on the keyboard, by highlighting the option with the mouse and pressing the left button to select it or by scrolling through the options with a joystick and pressing button 1 on the joystick to select it.

To escape from an options list, press the ESCape key, button 2 on the joystick or the right mouse button.

As with ground exploration sequences, the individual character sheets can be accessed by clicking on the character's information area with the mouse or by pressing the F1 - F5 keys for respective characters.

Note: Please refer to the manual for *Game Play Icons* and the options available under each icon selection.

III. SAVING AND RESTORING GAMES

SAVING GAMES

A game can be saved on the ground or in space by selecting the save option from the Game Controls Icon. If you are playing from floppy disks, you will be asked to insert your save game disk into a drive and type a name for the save game file. If you are playing from a hard drive, you can simply type the name of the save game.

RESTORING GAMES

A saved game can be restored by selecting the restore game option from the Game Controls Icon.

TECHNICAL PROBLEMS

Should you have any problems loading the game or if you experience technical difficulties, contact Paragon Software's technical support line at (412) 838-1173, Monday-Friday 8am - 5pm Eastern Time. If you call at a time when no Paragon support representatives are available, you can leave a message and your call will be returned as soon as possible.

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